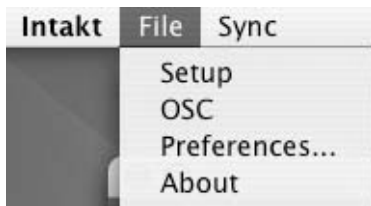


Welcome to Intakt 1.0.3

The following Manual Addendum illustrates Intakt's new features for the Update version 1.0.3

Intakt menubar

File menu (standalone)



Preferences: You can now access Intakt's **Option** dialog the File menu (**File>Preferences**).

OSC: Choosing OSC opens the Open Sound Control window. Please see the OSC section later for information regarding what is contained here.

About: You can now access Intakt's **About** window from the File menu (**File>About**)

Sync menu (standalone)



Midi clock out (standalone): Intakt now sends midi clock to external devices. Make sure this is selected if you want to sync an external drum machine or sampler to Intakt. **Input quantize** (keyboard options menu) and **retrigger** (sync options menu) must be enabled for it to work properly.

Folder/File Tree behavior in the Browser

The Folder behavior with regards to viewing has changed slightly. It is now possible to expand/close Folders and subfolders by clicking once on the Folder icon itself. Double clicking the Folder name will perform the same actions. When Intakt compatible files are contained in the Folder, they will be shown in the lower pane of the Browser.

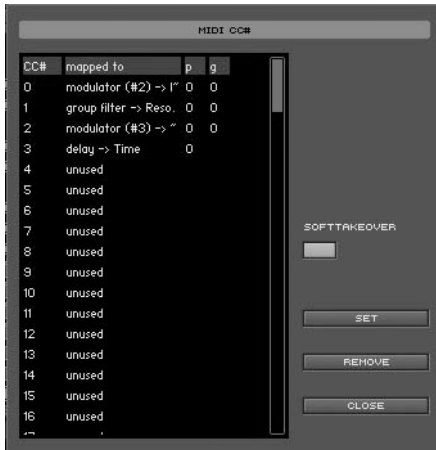
Internal clock

A graphical element has been added to let you know that Intakt's internal clock is running. The Intakt logo highlights at quarter note divisions. It appears to be spinning. The internal clock is linked to the Internal Sync play button. By starting Intakt, the clock is not running. As soon as material is loaded, the clock begins.

Zone/Slice selection (no Slice/Zone preview)

Moving through Zones and Slices can be done by using the left/right arrow keys on the computer keyboard. This removes the need to use the mouse in order to select a Zone for editing. This option disables Zone/Slice preview. Toggling through Zones goes from left to right across the range of the mapped keys.

Midi controller automation



Command-click (Mac)/ **Alt-click** (PC) on a knob to open the mapping dialog.

CC#: Controller change number

Mapped to: The knob which is mapped.

G: The group (Zone) to which the CC# is mapped to. The first mapped Zone is Group 0. The Group order is relative to the order in which Zones are mapped, not Zone layout.

Enable: Highlight the CC# and press **Set**.

Disable: Highlight the CC# and press **Remove**.

Smoothing: Set the smoothness of soft takeover.

Soft Takeover: When a knob is being operated by MIDI remote, it normally jumps straight to the received controller value. Such a jump can be quite noticeable in the sound, depending on the controlled parameter and it is not often desirable. Such jumps can be avoided by selecting **Soft Takeover** in the **Controller Mapping** dialog. The control will only move when the value received via MIDI reaches or goes past the current position.

The CC assignments are Zone specific. This means that you can assign the same controller number to different knobs in different Zones. Note that some effects are Global (Delay for example) and when assigning a delay knob it will be for all zones.

Beatmachine

Slice Mapping Dialog



Save MIDI timing template (MIDI export): Added bar and beats to the export dialog.

Open Sound Control (OSC)

The screenshot shows the 'OSC Setup' dialog box. It has several sections: 'OSC' with an 'Activate' checkbox, 'Local IP Address' (10.1.2.23), 'Local Port' (10000), and 'Local Identifier' (Generic-23); 'Clock Sync' with a 'Master' checkbox and a 'Select Master' dropdown (Off); 'Time Sync' with a 'Master' checkbox and a 'Sync Messages' dropdown (ok); 'Network Delay (ms)' (0.000); 'Time Offset (ms)' (0); a table with columns 'Identifier', 'IP Address', and 'Port'; 'OSC Message' text area; 'OSC Monitor' text area; 'Monitor Options' dropdown (select); and 'OK' and 'Cancel' buttons at the bottom.

Identifier	IP Address	Port

Retrigger (sync options menu) and **Input quantize (keyboard options)** need to be active for OSC sync to be realized. It may take a few attempts to achieve perfect sync.

OSC Basics

OSC is an open, network-independent protocol developed for communication among computers, sound synthesizers, and other multimedia devices. Compared to MIDI, OSC provides increased reliability, greater user convenience, and more reactive musical control. Open Sound Control is useful in any situation where multiple music applications have to work together on the same computer or on networked computers. While MIDI only has the parameters defined decades ago (note on/off, pitch bend, control change, etc.), OSC lets each program have its own symbolic, hierarchical, and dynamic address space.

OSC can be used with any networking technology, including TCP/IP based LANs and the Internet. OSC's time tags and bundles of messages provide for exact timing of musical results even if the network has latency and jitter. OSC supports a variety of argument types which will be successively integrated into future releases of Intakt.

Application areas

- The OSC implementation of Intakt allows an easy setup of Internet-based collaborative music making for creating sound installations with dozens of computers in a single room coordinating with each other.
- It coordinates the synthesis between two (or more) computers to increase the total processing power.
- It offers communication between music software applications within a single computer.

OSC Requirements

The OSC implementation in the current Intakt version only serves for transmitting event data between two or more computers, but not audio data. In addition to the general Intakt requirements you will need an Ethernet card to use OSC. The TCP/IP and UDP protocol stacks must also be installed on your computer.

OSC Settings Window

Intakt's Open Sound Control (OSC) setting dialog is opened from the **File menu** (standalone). OSC provides communication between media devices and software such as Intakt using a variety of network protocols, including TCP/IP and LANs.

Activating OSC

OSC communication can be enabled and disabled by using the **Activate OSC** button at the top-left of the OSC Settings window. You need an audio card or built-in audio capability on your computer to activate OSC. The Activate OSC status is preserved between Intakt sessions.

OSC Identification

In addition to the **Activate OSC** button, the top section of the OSC Settings window contains your Local IP Address, Local Identifier, and Local Port settings. The settings in this section are all preserved between Intakt sessions.

Local IP Address: This is the current IP address of your computer. It is recognized automatically and cannot be edited.

Local Identifier: This name will be used to identify you to other OSC clients. You can choose any name you like.

Local Port: This is sub-network identifier by which other OSC clients recognize your system when they scan the network (see the Scan button below). Only certain ports are scanned, and you should use a number between 10,000 and 10,015.

Apply: When you make changes, you need to click the **Apply** button to have them take effect.

OSC Synchronization

The second section of the OSC Settings window contains synchronization settings.

Clock Sync (Master): Click this to have Intakt send an OSC clock signal to other OSC clients. OSC clock works exactly like MIDI clock. Clock will be sent to all clients on the Member list (see below).

Time Sync (Master): Time Sync is a control circuit system. The client constantly polls the master for the time stamp and compares the received time with its own, adjusting it if necessary.

Select Master: When not operating in Clock Sync Master mode, use this menu to synchronize to an OSC master. Select Clock Sync to synchronize to Clock Sync signals. Select another OSC member to Time Sync with that client.

Sync LEDs: There are small LEDs to the right of the Clock Sync and Time Sync checkboxes. These indicate when a synchronization signal is received or sent.

Sync Errors: This field reports synchronization errors.

Time Offset (ms): Adds the time offset to each OSC message sent to the clients. If you enter 1000 ms each message will be received one second later by the client. This only applies if the participating clients are in Time Sync mode.

OSC Member List

This list contains all Intakt OSC clients to whom a connection has been established.

You can edit and delete entries in this list. Therefore, select an entry and press the **Edit** button. To apply any changes, click the **Apply** button.

To delete an OSC connection in the OSC member list, just select the entry and press the **Delete** button.

The **Scan** function is able to recognize OSC members within a sub-network automatically. This only works when the following conditions are met:

- The client must be located within the same subnet.
- Intakt must be running on this computer (audio engine active).
- OSC has to be activated in the Intakt OSC Settings.
- A port address between 10,000 and 10,015 must be entered in the Intakt OSC Settings.

If you want to connect two computers which are not located in the same subnet (for instance if you want to establish an OSC connection over the Internet), you have to enter the Identifier, IP address and Port number of the other computer manually below the member list area and press the **Apply** button.

OSC Monitor

The bottom section of the OSC Settings window is for monitoring OSC activity.

OSC Message: This field is for sending text messages to other OSC clients. It can be used to test OSC connections or as a chat box. First select a recipient in the Member list, type a message and then the enter key. The message will be sent to that client.

OSC Monitor: The monitor displays all received OSC messages.

Monitor Options: Here you can set certain functions for the monitor window.

Syncing Intakt to an external slave Via MIDI Clock

Syncing Intakt via MIDI clock with another device is possible only in Master mode. That means that the device has to sync to Intakt's clock. The Sync Menu lets you select the '**MIDI Clock Out**' option.

OSC vs. MIDI Clock

If you can, you should use OSC to synchronize your computers as it is much more advanced than MIDI clock. If only one side supports OSC then you must use MIDI clock, however.

The Intakt Master & Slave Concept

Running your Intakt computer as Master means that your internal master clock will control the speed of the internal Master clocks of the connected Slave computers. As Master you can only control the clocks of your partners.

Welcome to Intakt 1.0.1

The following Manual Addendum illustrates Intakt's new features for the Update version 1.0.1

The Browser

Favorites Menu



The addition of a **Favorites** drop down menu in the Browser allows you to keep your most used folders, samples, and instruments stored for quick access.

There are two options:

- **Add to Favorites:** Adds the highlighted Folder from the Browser's top half to the Favorites list. Any Intakt compatible files will be shown in the Browser's lower half.
- **Configure Favorites:** Opens a dialog window where you can manage your Favorites. **Add** creates a new Favorites Folder. Highlighting a folder and pressing **add** creates a subfolder. Deleting and Renaming folders is also possible. (In this version drag and drop of favorites is not yet implemented)

The Keyboard

Zone Management



Zone Map Indicator: This turns red to indicate a selected Zone.

Moving Zones: Mouse over the top of the Zone, just above the keys, where you see the **Zone Map Indicator**. Adjust the mouse position until the mouse cursor becomes a crosshair. Now it possible to drag the Zone Map to another place on the keyboard.

Copying Zones: Holding **Option** (Mac) or **CTRL** (PC) makes a copy of the Zone, including all of the parameters set.

Lengthening/Shortening Zones: Using the same function as moving Zones, lengthening Zones is done by moving the mouse cursor to the extreme left or right of a Zone Map Indicator. The mouse cursor changes to a bi-directional arrow and you can now shorten or lengthen the Zone.

Holding **Shift** before selecting a Zone returns Zone Mapping to old behavior. Please see the Addendum for version 1.0 for features regarding how this is handled.

Loop Editor

Time Display

The Time Display along the top of the waveform now shows Bars and Beats by default. This allows you to accurately set Beat Markers. Numbered lines are the Bar markers. To show absolute time in Seconds, click on the Time Display Ruler.

Sync Options Menu

The screenshot shows a 'SYNC OPTIONS' dialog box with a dark gray background. At the top, the title 'SYNC OPTIONS' is centered in a light gray bar. Below the title, there are three main sections. The first section, 'LENGTH BASIS', contains a dropdown menu set to 'FULL LENGTH', followed by 'BARS' set to '2', a plus sign, 'BEATS' set to '0', a 'SIGN' section with a plus/minus button and a display showing '4' over '4', and a 'TEMPO' field set to '79.05'. The second section, 'AUTOSYNC TO MASTER TEMPO', has an unchecked checkbox, a 'MASTER TEMPO' field set to '78.00', and a 'FACTOR' field set to '0.987'. The third section, 'RETRIGGER LOOP / SAMPLE', also has an unchecked checkbox, followed by 'BARS' set to '2', a plus sign, and 'BEATS' set to '0'. At the bottom of the dialog are two buttons: 'CANCEL' and 'OK'.

Retrigger Loop/Sample

The Retrigger Function is a multifaceted feature that is extremely useful when synchronization of Samples is needed.

If you are used to working with Loops, then you know the difficulty you can encounter trying to keep two sources, even at the same Tempo, in sync over time. Either due to an envelope release on one sample being too long or from tiny discrepancies in sample length, the synchronization will almost always slip out of time.

The Retrigger Function forces the playback of each Sample to the Start Point after a specific Bar and/or Beat count. This way, even your Samples that are fractions off remain tight because they are always restarted (retriggered) in accordance with Intakt's internal clock.

There are two ways to set the retrigger length.



- By enabling the **RETR** button in the tempo section, an orange retrigger marker appears. Set it to the correct length.
- Open the **Sync Options Menu** and enable **Retrigger Loop/Sample** from the menu. Then enter the number of Bars and/or Beats. The entered values will cause the Sample to retrigger after this count has passed.

Retrigger and Loop

While these features are essentially the same thing, they can actually be used together to create interesting playback of Sample material. The easiest way to explain this is by example. Open the **Stingy Wino (FX)** kit from the location **Construction Kits>Funk**.

Hit the **D2** key so that playback starts. Watch the cursor advance. The Loop gets playedback twice but the cursor never reaches the Retrigger Marker. In this example, Playback does not continue to the end of the Sample, rather it repeats the Loop in an amount relative to the position of the Retrigger Marker. If the Sample were longer, and the Retrigger Marker extended to the end, the Loop would repeat even more.

Setting an End Point before the Retrigger Marker will stop audible playback of the Sample, however it will remain synced to the clock. This is a good way to mute the end of your Samples before retriggering them.

Internal Clock Play Button



Intakt's internal clock can be started and stopped by pressing the PLAY button just above the tempo section. When the button is blue the clock is running, when it is gray the clock is off.

If you have triggered some tempo synced Zones and realize that your timing was a bit off, turning this button off and on quickly will resync all Zones (that have Retrigger enabled).

Having the Internal Clock Play button off disables Input Quantize (keyboard options) By default the clock is always on when Intakt is started.

Check it out!

Load the **All Drum and Bass 1Kit** by going to **File>Drum Loops>Drum and Bass>All Drum and Bass 1**. Turn the Internal Clock Play button off, Press the keyboard latch button and hit some keys. Don't hear anything? Do not worry-that is intended behavior. Now press the Clock Play button and listen to the tight sync of all the kits. This is perfect if you want to line up multiple instances of Intakt for a live set.

Beat Machine

Global Mode

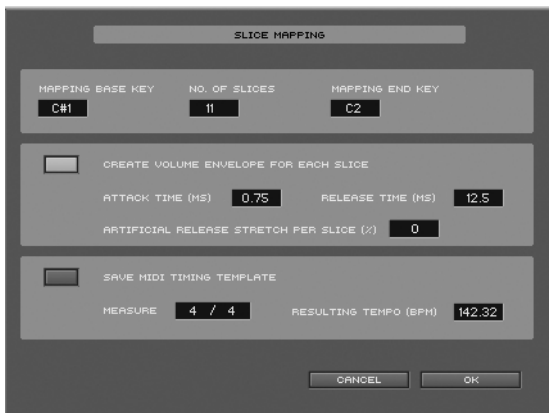
Quantized Slicing between Start and End Points: Hold down the **Command** (Mac) **CTRL**(PC) key while moving the Slice Sensitivity knob.



X-Fade: Enabling cross fade gives you the option to add an attack and/or decay envelope to your slices. This helps if your Beat Markers have not been placed on a zero crossing. In other words, it smoothes the transition between slices.

Sliced Mode

Map Slices Dialog/Sliced button



Artificial Slice Stretch: Smoothes the transition between slices at slower tempos. Use this if you find that slowing the Sample down causes the Slices to be slightly clipped.

You can enter this dialog by pressing the **Sliced** button or the **Map Slices** button. Therefore it follows that if you need to adjust Slice Stretching you will need to exit Sliced Mode by returning to Global Mode. Be aware that returning to Global Mode will remove all Slice Mapping, thus deleting any edits you may have made.

INTAKT Manual Addendum 1.0

Welcome to Intakt. The following is a list of features that were implemented at the last minute. You will not find these in the manual.

Keyboard



Sample Mapping Range has changed. You may now map samples the length of the visible Keyboard. The restriction of one octave is no longer there.

Zone Copy: Grab a Zone while pressing Alt (Mac) or Ctrl (PC) and move it. A copy of the Zone with all of it's settings is created.

Browser



Refresh Browser: Pressing this redispays the files, thus showing any changes you have made since launching INTAKT

Load/Eject disk: (Mac only) Use this to load and eject samples CD's. This is especially useful when loading AKAI cd's.

Unknown: Use this for all unlisted file associations such as SF2 and AKAI.

General Options



Enable auto on/off for modules: When this is enabled/active you do not need to press the modulation/ or effect header to activate them. Turning a knob or slider will automatically activate it the modulation/effect it belongs to.

Use individual outputs for slices (no delay FX): Activating this will enable outputs 1-16 as stereo pairs. Meaning that you can send different zones to multiple outs. When this is left unchecked then every zone will output channel 1-2. Multi out disables the Delay effect.

Sync Options Dialog



This dialog is useful when you do not know the tempo of a given sample, but maybe you know how many beats it is. If you know the tempo of your sample, just double click on the value field in the tempo section and enter it. Otherwise, in order to calculate the exact tempo of samples and you will have to open the Sync Options Dialog. Please note that the new layout differs from what

is shown in the handbook and that Factor and Tempo are now editable parameters (both in this menu and in the Global Tempo Section of the program. Adjusting these will recalculate whatever entries you have made in this dialog.

Sign: Enter the correct time signature for your Sample here. The default time signature is 4/4.

Beat Machine



Command function in Sliced Edit Mode has two new features

Randomize slice order: Mixes up the playback order of your slices. for interesting effects.

Sort slice order: Puts those randomized slices back in original playback order.

Quantized Slicing: Hold down **Command** (Mac) **CTRL** (PC) while adjusting the Slice Sensitivity Kknob. This quantizes the Sslice Markers into symmetric divisions..

Time machine



Frequency Sample Analysis Resolution: Drop down menu that uses different frequency resolutions for analyzing the samples. This is useful depending on the source of your Sample. Guidelines are given according to size, i.e. tiny , small, medium and large. Naturally, larger takes more time to analyze the Sample. Experiment with these settings to find out what is best suited for your material.

